

Rob Homewood

<https://www.robhomewood.co.uk/>
rob.homewood@gmail.com
+44 (0)7544857190
Guildford, UK

STATEMENT With a passion for computers, games technology, and creative experimentation, I have developed a diverse skill set across four continents, collaborating with creatives and innovators. C# and Unity3D form the core of my expertise, and I thrive in environments that challenge me to learn new skills, work with driven teams, and build cutting-edge software.

SKILLS *Programming:* C#, Unity3D, Python, C++, JavaScript, WebGL, Web Dev
Experience: Lecturing, Public Speaking, Game Design, Production, VR
Interests: Music Performance, Film Making, Bio-Tech, History, Finance, Economics

EXPERIENCE *3Dctrl.com (Unity3D - Application)* 02/19 - ongoing
(project titles linked)

- Lead Developer for a scalable real-time 3D content production toolkit.
- Key Responsibilities:
 - Development and maintenance of core software systems.
 - Design and implementation of system architecture.
 - Management of content build pipelines to ensure efficiency and scalability.
 - Development of novel systems to support the evolving project requirements.
 - Performance optimization throughout the product lifecycle.
 - Advising senior management on technology trends and strategy.
- Systems Developed:
 - Deterministic product-configurator variant management system.
 - Intuitive camera control systems for animation rendering.
 - Rendering optimizations and improvements.
 - Content management and deployment pipelines.
 - Web-to-engine communication API.
 - Animation systems tailored for real-time environments.
 - Artist tool development to streamline production workflows.
 - UI systems for internal development use cases.
 - Adaptive performance systems for optimized resource use.
 - Bespoke rendering pipelines to accommodate client visualization needs.
 - Frontend Sketchfab application integration.
 - Large scale importer for streamlined content ingestion.

Sweet Dreams (Unity3D - Sundance Film Festival) 11/18 - 01/19

- Sweet Dreams VR Narrative. Programmer. Team based, freelance for Marshmallow Laser Feast.

Film / Music Videos (*Chemically Sinister Productions*) 2019 - 2024

- Voodooonaut - Feature Film. Associate Producer, Audio Mixing
- Strike Up The Band - Colossus. Video editing, Co-producer, Performer
- Our Blood - Stash Magnetic. VFX & Compositing, Creative Consultancy.
- Dark Days - Coldin Berlin. Camera operation, VFX, Creative development.
- The Power - Coldin Berlin. Lighting, VFX, Creative development.

Ethereum DevCon '18 (*Unity3D - Artwork Installation*) 10/18 - 11/18

- Ethereum Visualisation. Programmer. Team based, freelance for Marshmallow Laser Feast.

Wordpress REST Migrator (*Python - PC - Tool*) 04/18 - 06/18

- Tool for migrating Wordpress sites via REST api. Open source solo project.

Colossus (*Band*) 09/04 - ongoing

- Punk-blues band. Bassist, Backing vocalist, Co-writer.

EDUCATION **PhD Intelligent Games and Games Intelligence** (*Incomplete*) 09/15 - 2022
Goldsmiths, University of London, UK

- Using social media data to personalise game content and aesthetics

Msc (Informatics), Serious Games (*Incomplete*) 09/14 - 06/15
Högskolan i Skövde, Sweden

- Applied Knowledge Space Theory for personalised learning in games

BA (Distinction), Game Design & Production Management 09/10 - 06/13
University of Abertay, Dundee, UK

PUBLICATIONS **Research Article:** Billing, E., 2020. The DREAM Dataset: Supporting a data-driven study of autism spectrum disorder and robot enhanced therapy. Available Online.

EU Deliverable: Billing, E., 2017. D3.4.3 System Integration Progress Report. DREAM - Development of Robot-enhanced Therapy for Children with Autism Spectrum Disorders. Available Online.

Book Chapter: Homewood, R.J., 2016. Don't Let Them Die. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 125–129.

Book Chapter: Homewood, R.J., 2016. Julian Oliver's Covert Computing. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 85–90.

Guest Editorial: Homewood, R. & Tapper, M., 2016. Between (en/fr) — The Cornelius Arts Foundation. The Cornelius Foundation. Available Online.

PUBLIC SPEAKING **Introduction to A-frame and WebVR, Workshop** 09/18
Intelligent Games & Game Intelligence Conference, Queen Mary University, UK

Creating VR/AR game content with Unity3D 07/18
Digital Economy Network Summer School, Bournemouth, UK

<i>Personalising Game Aesthetics with Social Network Data</i> Digital Economy Network Annual Meeting, Digital Catapult, UK	01/18
<i>Digital Games as a Career Path</i> ADMI(African Digital Media Institute), Nairobi, Kenya	09/17
<i>Leveraging Social Data to Personalise Games</i> Intelligent Games & Game Intelligence Conference, University of York, UK	09/17
<i>Approaches to Personalised Aesthetics</i> Falmouth University, UK	07/17
<i>Between: Project description</i> Intel Buzz, Impact Hub London, UK	12/15
<i>Artists Panel</i> ICIDS Copenhagen, Denmark	11/15

**CONTACT
LINKS**

Website: robhomewood.co.uk

Email: rob.homewood@googlemail.com

LinkedIn: [linkedin.com/in/rob-homewood-36906132](https://www.linkedin.com/in/rob-homewood-36906132)

GitHub: github.com/robrab2000

Twitter: twitter.com/robrab200

Portfolio: robhomewood.co.uk/projects